

# Junior Programmer



Mathieu Nivoliez

## PROFIL

- 👤 24 years old
- 🚗 Driving licence
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- 📍 Lyon, France / willing to move

## WEB

- 🐦 @MNivoliez
- in mnivoliez
- 🌐 mnivoliez
- 🏠 <https://www.mathieu-nivoliez.com>
- 🔗 <https://gitlab.deep-nope.me/mnivoliez>

## LANGUAGES

- French - mothertongue
- English - TOEIC : 915
- Russian - Learning

## MISCELLANEOUS

- Computer Science
- OpenSource
- Linux
- Video Games
- Traveling

## SKILLS

### Programming

- C/C++
- Rust (system language)
- OpenGL/Vulkan
- C#

### Other

- Object oriented programming
- Functionnal programming
- Data Driven Developpement
- Entity Component System

## WORK EXPERIENCE

### Professional

- Actual **CABBIS** : Developper, DevOps  
I am working on an application managing taxis (PHP, JavaScript, MySQL, Redis), introduction of test e2e (Cypress) and continuous integration (CircleCI).
- 04/06/2018 to 31/09/2018 **ICS** : Developer  
The researchers have found a protocol to train attention, I work to transform it into a serious game. (C#, Unity)
- 13/03/17 to 31/08/17 **Sanofi** : Project assistant  
I set up of a new IT service of data virtualisation with service governance (**ITIL v3, CobIT**)  
I coordinated teams toward the establishment of this service.
- 28/09/15 to 25/02/17 **Sanofi** : Analyst developer.  
I designed and set up a boarding cloud application for scientific research. This project included regular communication with international scientific teams and management in classified environment. (React, NodeJS, MongoDB, Oracle)
- 1/08/2014 to 31/08/2015 **KeepCore, Cloud Is Mine** : Developer  
I helped design a web application called Appvizer to compare SaaS solution (algorithm Prometheus III) (Java, Angular, MySQL)

### Personal

- January to May 2018 **Koda Kiyomori's Guardian**: It is a plateformer 3D created using Unity on which I have worked on shaders and on the character controller. (C#, Unity)
- Global GameJam 2018 **Crazy orbit**: I created a unity game with my team, with magnetic forces management.
- Actual I am writing a **blog** where I speak about computer science, social aspect of coding and games. The articles are also published on dev.to.

## EDUCATION

- 2017 - 2018 **Gamagora** (University of Lyon 2) : **Specialization in video game**
- 2017 **Master's Degree : RNCP Level I Internship (Sanofi)**
- 2015 **Bachelor's Degree, IPI : RNCP Level II (ASRBD) Internship (Cloud is Mine)**
- 2014 **Technical Diploma in computer science** (Montpellier)
- 2012 **High School Diploma, science engineering and mathematics** (Mende)